

QUEST BATTLE: THE FALLEN GATES

BACKGROUND

This is a Quest battle taken from the main game, and features as part of Lizardmen Legendary lord Kroq-Gar's quest-chains.

The Fallen Gates are a cosmic device of the Old Ones located in Lustria; a stellar bridge that once reached across the stars. Even the Slann Mage-Priests do not pretend to know its ancient inner workings, so for the High Elves to meddle is a great trespass. There is no time for communication, no time for diplomacy; a swift punishment is required to prevent disaster!

In-game text: *"With Kroq-gar's legions hissing, fierce and ready, it is time to march on the Fallen Gates. The Elf servants have blasphemed not just by entering Lustria, but by daring to interfere with the cosmic gates - an ancient device that can open a portal into the Realm of Chaos itself. For such a heinous transgression, the Elves must be punished as decreed by the Lord of Solar City. The gates are surrounded by a deep crevasse that needs crossing before the Asur are truly engaged. The*

trespassers will try and stop Kroq-gar, but that is their mistake to make!"

OBJECTIVES AND DIFFICULTY

You must slay both Elven Mages or kil /rout the Elven army. The battle may be played on easy or hard settings; easy is great for beginners and content-tourists as the challenge is very light. Hard is considerably more challenging and recommended for Total War veterans!

FORCES

In this battle, the player assumes control of a Lizardmen army led by the Saurus Old-Blood

Legendary Lord, Kroq-Gar. He rides to battle atop his epic Carnasaur mount Grymloq, and has a useful regen ability (Cold Blooded) he may cast on himself or a friendly unit. His army consists of many iconic units from the Lizardmen roster, including Skink Skirmishers, Saurus Warriors, Temple Guard, and a selection of their bestial allies such as Feral Bastilodons, Stegadons, and Stegadons mounted with Solar Engines – a form of long-range, arcane artillery. Halfway towards the Fallen Gates, you will also receive two flying reinforcement units in the shape of Terradon Riders armed with Fireleech Bolas.

The High Elves are led by Prince Amendil, supported by Eagle Claw Bolt Throwers, a base of Elven Archers and Spearmen and two chariot-mounted Mages (wielding High Magic and Light Magic). Look out for the High Magic spell Fiery Convocation – a devastating, phoenix-powered fire-wave attack.

Further challenge comes in the shape of elite Elven units, such as the White Lions of Chrace, Swordmasters of Hoeth, Ellyrian Reaver and Silver Helm cavalry, and a mighty Sun Dragon with a fearsome fire-breath attack which it can employ from the skies.

ARMY ABILITIES

A new battle feature for Total War: WARHAMMER II is Army Abilities. These are powerful skills your army can call on in times of need and take many forms, such as bombardments and other attacks.

The Lizardmen have the ability to spawn a unit of feral Cold Ones anywhere on the field – look out for the activation icon to the right of the HUD.

